

# EDGE SUMMARIES

## BACKGROUND EDGES

EDGE	REQUIREMENTS	SUMMARY
Alertness	N	+2 to Notice rolls.
Ambidextrous	N, A d8	Ignore -2 penalty when making Trait rolls with off-hand.
Arcane Background	N	Allows access to the Arcane Backgrounds listed in Chapter Five.
Arcane Resistance	N, Sp d8	Enemy arcane skills targeting the hero suffer a -2 penalty; magical damage is reduced by 2.
Improved Arcane Resistance	N, Arcane Resistance	As Arcane Resistance except penalty is increased to -4 and magical damage is reduced by 4.
Aristocrat	N	+2 to Common Knowledge and networking with upper class.
Attractive	N, V d6	+1 to Performance and Persuasion rolls.
Very Attractive	N, Attractive	+2 to Performance and Persuasion rolls.
Berserk	N	After being Shaken or Wounded, melee attacks must be Wild Attacks, +1 die type to Strength, +2 to Toughness, ignore one level of Wound penalties, Critical Failure on Fighting roll hits random target. Take Fatigue after every five consecutive rounds, may choose to end rage with Smarts roll -2.
Brave	N, Sp d6	+2 to Fear checks and -2 to rolls on the <b>Fear Table</b> .
Brawny	N, St d6, V d6	Size (and therefore Toughness) +1. Treat Strength as one die type higher for Encumbrance and Minimum Strength to use weapons, armor, or equipment.
Brute	N, St d6, V d6	Link Athletics to Strength instead of Agility (including resistance). Short Range of any thrown item increased by +1. Double that for the adjusted Medium Range, and double again for Long Range.
Charismatic	N, Sp d8	Free reroll when using Persuasion.
Elan	N, Sp d8	+2 when spending a Benny to reroll a Trait roll.
Fame	N	+1 Persuasion rolls when recognized (Common Knowledge), double usual fee for Performance.
Famous	S, Fame	+2 Persuasion when recognized, 5× or more usual fee for Performance.
Fast Healer	N, V d8	+2 Vigor when rolling for natural healing; check every 3 days.
Fleet-Footed	N, A d6	Pace +2, increase running die one step.
Linguist	N, Sm d6	Character has d6 in languages equal to half her Smarts die.
Luck	N	+1 Benny at the start of each session.
Great Luck	N, Luck	+2 Bennies at the start of each session.
Quick	N, A d8	The hero may discard and redraw Action Cards of 5 or lower.
Rich	N	Character starts with three times the starting funds and a \$150K annual salary.
Filthy Rich	N, Rich	Five times starting funds and \$500K average salary.

## COMBAT EDGES

EDGE	REQUIREMENTS	SUMMARY
Block	S, Fighting d8	+1 Parry, ignore 1 point of Gang Up bonus.
Improved Block	V, Block	+2 Parry, ignore 2 points of Gang Up bonus.
Brawler	N, St d8, V d8	Toughness +1, add d4 to damage from fists; or increase it a die type if combined with Martial Artist, Claws, or similar abilities.
Bruiser	S, Brawler	Increase unarmed Strength damage a die type and Toughness another +1.
Calculating	N, Sm d8	Ignore up to 2 points of penalties on one action with an Action Card of Five or less.
Combat Reflexes	S	+2 Spirit to recover from being Shaken or Stunned.
Counterattack	S, Fighting d8	Free attack against one foe per turn who failed a Fighting roll.
Improved Counterattack	V, Counterattack	As Counterattack, but against three failed attacks per turn.
Dead Shot	WC, N, Athletics or Shooting d8	On first successful Athletics (throwing) or Shooting roll, double damage when dealt a Joker.
Dodge	S, A d8	-2 to be hit by ranged attacks.
Improved Dodge	S, Dodge	+2 to Evasion totals.
Double Tap	S, Shooting d6	+1 to hit and damage when firing no more than RoF 1 per action.
Extraction	N, A d8	One adjacent foe doesn't get a free attack when you withdraw from close combat.
Improved Extraction	S, Extraction	Three adjacent foes don't get free attacks when you withdraw from combat.
Feint	N, Fighting d8	You may choose to make foe resist with Smarts instead of Agility during a Fighting Test.
First Strike	N, A d8	Free Fighting attack once per round when foe moves within Reach.
Improved First Strike	H, First Strike	Free Fighting attack against up to three foes when they move within Reach.
Free Runner	N, A d8	Ignore Difficult Ground and add +2 to Athletics in foot chases and Athletics (climbing).
Frenzy	S, Fighting d8	Roll a second Fighting die in one melee attack. Limited action.
Improved Frenzy	V, Frenzy	Roll a third Fighting die in one melee attack. Limited action.
Giant Killer	V	+1d6 damage vs. creatures three Sizes larger or more.
Hard to Kill	N, Sp d8	Ignore Wound penalties when making Vigor rolls to avoid Bleeding Out.
Harder to Kill	V, Hard to Kill	Roll a die if the character perishes. On an even roll he's Incapacitated but survives somehow.
Improvisational Fighter	S, Sm d6	Ignore -2 penalty when attacking with improvised weapons.
Iron Jaw	N, V d8	+2 to Soak and Vigor rolls to avoid Knockout Blows.
Killer Instinct	S	The hero gets a free reroll in any opposed Test he initiates.
Level Headed	S, Sm d8	Draw an additional Action Card each round in combat and choose which one to use.
Improved Level Headed	S, Level Headed	Draw two additional Action Cards each round in combat and choose which one to use.

Marksman	S, Athletics or Shooting d8	Ignore up to 2 points of penalties from Range, Cover, Called Shot, Scale, or Speed; or add +1 to first Athletics (throwing) or Shooting roll. Character may not move or fire greater than RoF 1.
Martial Artist	N, Fighting d6	Unarmed Fighting +1, fists and feet count as Natural Weapons, add d4 damage die to unarmed Fighting attacks (or increase die a step if you already have it).
Martial Warrior	S, Martial Artist	Unarmed Fighting +2, increase damage die type a step.
Mighty Blow	WC, N, Fighting d8	On first successful Fighting roll, double damage when dealt a Joker.
Nerves of Steel	N, V d8	Ignore one level of Wound penalties.
Improved Nerves of Steel	N, Nerves of Steel	Ignore up to two levels of Wound penalties.
No Mercy	S	+2 damage when spending a Benny to reroll damage.
Rapid Fire	S, Shooting d6	Increase RoF by 1 for one Shooting attack per turn.
Improved Rapid Fire	V, Rapid Fire	Increase RoF by 1 for up to two Shooting attacks per turn.
Rock and Roll!	S, Shooting d8	Ignore the Recoil penalty when firing weapons with a RoF of 2 or more. Character may not move.
Steady Hands	N, A d8	Ignore Unstable Platform penalty; reduce running penalty to -1.
Sweep	N, St d8, Fighting d8	Fighting roll with two-handed weapon (-2 without) to hit all targets in weapon's Reach. Limited action.
Improved Sweep	V, Sweep	As above, but attack can avoid allies. Limited action.
Trademark Weapon	N, d8 in related skill	+1 to Athletics (throwing), Fighting, or Shooting total with a specific weapon; +1 Parry while weapon is readied.
Imp. Trademark Weapon	S, Trademark Weapon	The attack and Parry bonus increases to +2.
Two-Fisted	N, A d8	Make one extra Fighting roll with a second melee weapon in the off-hand at no Multi-Action penalty.
Two-Gun Kid	N, A d8	Make one extra Shooting (or Athletics (throwing)) roll with a second ranged weapon in the off-hand at no Multi-Action penalty.

## LEADERSHIP EDGES

(COMMAND RANGE IS 5" OR 10 YARDS)

EDGE	REQUIREMENTS	SUMMARY
Command	N, Sm d6	+1 to Extras' Shaken or Stunned recovery rolls.
Command Presence	S, Command	Increase Command Range to 10" (20 yards)
Fervor	V, Sp d8, Command	Extras in range add +1 to their Fighting damage rolls.
Hold the Line	S, Sm d8, Command	+1 to Extras' Toughness in Command Range.
Inspire	S, Command	Make a Battle skill roll to Support one type of Trait roll, and apply it to Extras in Command Range. Limited action.
Natural Leader	S, Sp d8, Command	Leadership Edges now apply to Wild Cards.
Tactician	S, Sm d8, Command, Battle d6	Draw an extra Action Card each turn that may be assigned to any allied Extra (or group of Extras sharing an Action Card) in Command Range.
Master Tactician	V, Tactician	Draw and distribute two extra Action Cards instead of one.

## POWER EDGES

("AB" IS ARCANIC BACKGROUND)

EDGE	REQUIREMENTS	SUMMARY
Artificer	S, AB	Allows user to create Arcane Devices.
Channeling	S, AB	Reduce Power Point cost by 1 with a raise on the activation roll.
Concentration	S, AB	Double Duration of non-Instant powers.
Extra Effort	S, AB (Gifted), Focus d6	Increase Focus by +1 for 1 Power Point or +2 for 3 Power Points.
Gadgeteer	S, AB (Weird Science), Weird Science d6	Spend 3 Power Points to create a device that replicates another power.
Holy/Unholy Warrior	S, AB (Miracles), Faith d6	Add +1 to +4 to Soak rolls for each Power Point spent.
Mentalist	S, AB (Psionics), Psionics d6	+2 to opposed Psionics rolls.
New Powers	N, AB	Your character knows two new powers.
Power Points	N, AB	Gain 5 additional Power Points, no more than once per Rank.
Power Surge	WC, N, AB, arcane skill d8	Recover 10 Power Points when dealt a Joker in combat.
Rapid Recharge	S, Sp d6, AB	Recover 10 Power Points per hour.
Improved Rapid Recharge	V, Rapid Recharge	Recover 20 Power Points per hour.
Soul Drain	S, AB, arcane skill d10	Recover 5 Power Points for a level of Fatigue.
Wizard	S, AB (Magic), Spellcasting d6	Spend 1 extra Power Point to change a spell's Trapping.

## PROFESSIONAL EDGES

EDGE	REQUIREMENTS	SUMMARY
Ace	N, A d8	Character may spend Bennies to Soak damage for his vehicle and ignores up to 2 points of penalties.
Acrobat	N, A d8, Athletics d8	Free reroll on acrobatic Athletics attempts.
Combat Acrobat	S, Acrobat	-1 to hit with ranged and melee attacks.
Assassin	N, A d8, Fighting d6, Stealth d8	+2 to damage foes when Vulnerable or assassin has The Drop.
Investigator	N, Sm d8, Research d8	+2 to Research and certain types of Notice rolls.
Jack-of-all-Trades	N, Sm d10	Gain d4 in a skill (or d6 with a raise) until replaced.
McGyver	N, Sm d6, Repair d6, Notice d8	Quickly create improvised devices from scraps.
Mr. Fix It	N, Repair d8	+2 to Repair rolls, half the time required with a raise.
Scholar	N, Research d8	+2 to any one "knowledge" skill.
Soldier	N, S d6, V d6	Strength is one die type higher for Encumbrance and Min Str. Reroll Vigor rolls when resisting environmental Hazards.
Thief	N, A d8, Stealth d6, Thievery d6	+1 Thievery, Athletics rolls made to climb, Stealth in urban environments.
Woodsman	N, Sp d6, Survival d8	+2 to Survival and Stealth in the wilds.

## SOCIAL EDGES

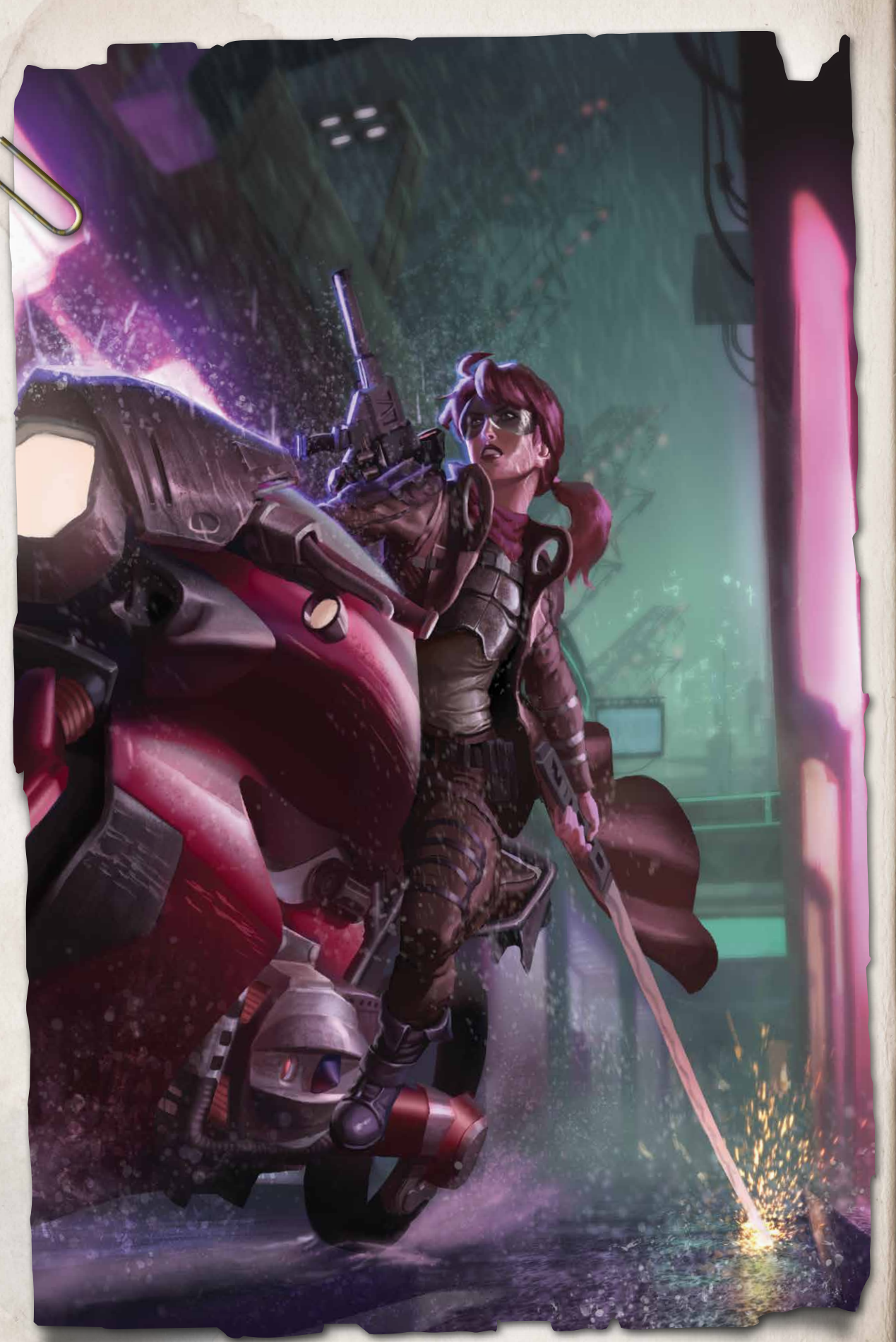
EDGE	REQUIREMENTS	SUMMARY
Bolster	N, Sp d8	May remove Distracted or Vulnerable state after a Test.
Common Bond	WC, N, Sp d8	The hero may freely give her Bennies to others.
Connections	N	Contacts provide aid or other favors once per session.
Humiliate	N, Taunt d8	Free reroll when making Taunt rolls.
Menacing	N, See Text	+2 to Intimidation.
Provoke	N, Taunt d6	May "provoke" foes with a raise on a Taunt roll. See text.
Rabble-Rouser	S, Spirit d8	Affect all foes in a Medium Blast Template with an Intimidation or Taunt Test. Limited action.
Reliable	N, Sp d8	Free reroll when making Support rolls.
Retort	N, Taunt d6	A raise when resisting a Taunt or Intimidation attack makes the foe Distracted.
Streetwise	N, Sm d6	+2 to Common Knowledge and criminal networking.
Strong Willed	N, Sp d8	+2 to resist Smarts or Spirit-based Tests.
Iron Will	S, Brave, Strong Willed	The bonus now applies to resisting and recovery from powers.
Work the Room	N, Sp d8	Roll a second die when Supporting via Performance or Persuasion and apply result to additional ally. Limited action.
Work the Crowd	S, Work the Room	As above, but roll a third die. Limited action.

## WEIRD EDGES

EDGE	REQUIREMENTS	SUMMARY
Beast Bond	N	The hero may spend Bennies for animals under her control.
Beast Master	N, Sp d8	Animals like your hero and he has a pet of some sort. See text.
Champion	N, Sp d8, Fighting d6	+2 damage vs. supernaturally evil creatures.
Chi	V, Martial Warrior	Once per combat, reroll failed attack, make enemy reroll successful attack, or add +d6 to unarmed Fighting attack.
Danger Sense	N	Notice roll at +2 to sense ambushes or similar events.
Healer	N, Sp d8	+2 to Healing rolls, magical or otherwise.
Liquid Courage	N, V d8	Alcohol increases Vigor a die type and ignores one level of Wound penalty; -1 to Agility, Smarts, and related skills.
Scavenger	N, Luck	May find a needed item once per encounter.

## LEGENDARY EDGES

EDGE	REQUIREMENTS	SUMMARY
Followers	WC, L	The hero has five followers.
Professional	L, Max Trait	The character's Trait and its limit increases one step.
Expert	L, Professional in Trait	The character's Trait and its limit increases one step.
Master	WC, L, Expert in Trait	The character's Wild Die is a d10 with a chosen Trait.
Sidekick	WC, L	The character gains a Wild Card sidekick.
Tough as Nails	L, V d8	The hero can take four Wounds before being Incapacitated.
Tougher than Nails	L, Tough as Nails, V d12	The hero can take five Wounds before being Incapacitated.
Weapon Master	L, Fighting d12	Parry increases by +1 and Fighting bonus damage die is d8.
Master of Arms	L, Weapon Master	Parry increases another +1 and Fighting bonus damage die is d10.



## CHAPTER TWO

# GEAR

In this section is a sampling of gear from the ancient era to the near future. Read the notes below before you go shopping to understand what each of these keywords means.

### **COSTS**

Characters are assumed to have clothes and other personal items. In modern settings, they also have a place to live, tools, maybe a vehicle, and basic necessities as befit the era.

The starting funds of \$500 are for “adventuring gear” in addition to these personal items. Prices are set mostly in modern terms. For older or futuristic items, they’re set relative to the starting funds. This can often cause some strange results — a nice suit in 1920 costs around \$20 in the real world rather than the \$200 listed here — but the starting funds are higher than most people had as well.

Some items are also extremely difficult to price because they were typically made with forced labor — like catapults or trebuchets created by engineers and soldiers in the field. Their prices reflect an estimate of the time and resources needed to create them.

Use the prices listed in this book for quick games or as a baseline for campaign worlds of your own creation. Our official *Savage Worlds* settings have all new equipment lists and prices specific to their time and environment.

### **GEAR NOTES**

#### **ARMOR**

This is the amount of Armor provided by the equipment, listed in parentheses beside the wearer’s total Toughness. Unless an attacker states otherwise, hits are always directed at the victim’s torso.

Worn Armor stacks with natural Armor (such as scaly skin) at its full value.

Worn Armor also stacks with one other layer. The lesser armor adds half its value (rounded down) to the total and increases the heavier armor’s Minimum Strength penalty a die type. Wearing a chain shirt (+3) beneath plate mail (+4), adds +1 to the wearer’s armor value, for a total of +5, and increases the Minimum Strength requirement to d12.

#### **ARMOR PIERCING (AP)**

The weapon or round ignores this many points of Armor. A weapon with an AP value of 4, for instance, ignores 4 points of Armor. Excess AP is simply lost.

#### **GALIBER**

The number listed in parentheses after firearms is the caliber of bullet it fires. Use this when figuring ammunition costs or trying to figure out if the ammo from one weapon fits in another. Rifle and pistol ammo are not interchangeable unless otherwise noted.

**DAMAGE**

Damage is listed in terms of dice. Projectile weapons have fixed damage (such as 2d6). Melee weapons have damage based on the wielder's Strength die plus another die, as listed under individual weapon entries. A dagger, for instance, inflicts Str+d4 damage.

**HEAVY WEAPON (HW)**

The weapon can affect vehicles or other devices with **Heavy Armor** (see page 82).

**HIGH EXPLOSIVE (HE)**

High explosive rounds use a blast template, the size of which is listed in the weapon or ammunition's notes. See the rules for **Area of Effect** on page 97.

**MINIMUM STRENGTH**

Certain items have a "Minimum Strength" required to use without penalty. Note that some items list a d4 since it is possible to have a Strength lower than d4.

- **ARMOR/WORN GEAR:** Each die type difference between the character's Strength and the item's Minimum Strength inflicts a -1 penalty to Pace (minimum of 1"), Agility, and Agility-related skill rolls. This is cumulative for those weak but determined adventurers who wear or use multiple items too heavy for their build.
- **MELEE/TROWN WEAPONS:** A thrown or melee weapon's damage die is limited by the user's Strength die. If a scrawny kid (Strength d4) picks up a long sword (Str+d8), he rolls d4 + d4 damage instead of d4 + d8. Also, if the user's Strength is less than its Minimum Strength, he doesn't benefit from any of the weapon's positive abilities such as Reach or Parry bonuses. He still retains any penalties, however.
- **RANGED WEAPONS:** The user suffers a -1 attack penalty for each die step difference between his Strength and the weapon's minimum.

**PARRY**

The weapon adds the bonus to the character's Parry score. If a character wields a weapon in each hand, penalties to Parry stack but bonuses do not (unless she has the Ambidextrous Edge).

**RANGE**

This lists the weapon's Short, Medium, and Long Range. Extreme Range is up to 4 × its Long Range. See **Ranged Attacks** on page 93 for Shooting or Athletics (throwing) modifiers and more details.

Ranges are listed in inches so you can use a ruler to move, shoot, and fight on the tabletop with miniatures. If you're not using miniatures, each inch is equal to two yards.

Weapon ranges are "effective" ranges for the table-top. If you need to know the real world range of a weapon (for battles that don't take place on the table-top, for instance), multiply each range bracket by 2.5.

**RATE OF FIRE**

This is the number of shots that may be fired by this weapon in a single action. See **Ranged Weapons** on page 93 for further details.

**REACH**

Weapons with "Reach" allow their user to make Fighting attacks at the listed range. A Reach of 1, for example, allows a character to strike a target 1" distant. Weapons without a Reach value can only strike targets at arm's length (adjacent).

Reach can be very important when fighting from horseback and *against* mounted foes (see page 103).

**RELOAD**

Reloading magazines, clips, and individual bullets in modern firearms is explained in detail on page 105.

Some weapons, such as muskets and heavy crossbows, are much slower to reload. Once fired, the number after the word Reload is how many actions of reloading it takes before they can be fired again.

**SNAPFIRE**

Certain weapons, such as heavy sniper rifles, are very inaccurate if fired from the hip rather than using their sights, scopes, bipod, or tripod. If a character moves in the round he fires a Snapfire weapon, he suffers a -2 Shooting penalty.

## THREE-ROUND BURST

A few military weapons can fire three rounds in rapid succession with one pull of the trigger. If the weapon has this ability, its RoF is 1 in that mode but it fires three bullets at once and adds +1 to the Shooting and damage rolls.

## TWO HANDS

A two-handed weapon can be used with one hand at a -4 penalty. He counts his full Strength for damage but loses all other advantages such as Reach or Parry bonuses.

## ENCUMBRANCE

Most of the time you don't need to worry about how much weight a character is carrying. If it becomes important to track, use the **Encumbrance Levels** table below. If a character carries more than the listed weight, he's Encumbered.

Encumbered characters subtract 2 from Pace (minimum 1"), running rolls, Agility and all linked skills, and Vigor rolls made to resist **Fatigue** (see page 100).

At three times the lifted weight or more, he can move at a Pace of 1 for a number of rounds equal to his Vigor. Every round thereafter he must succeed at a Vigor roll or take a level of Fatigue.

The maximum weight a character can lift or carry is four times the listed weight.

ENCUMBRANCE	
STRENGTH	CAN CARRY WEIGHT UP TO...
d4	20 lbs
d6	40 lbs
d8	60 lbs
d10	80 lbs
d12	100 lbs
Each +1	+20 lbs

**Bulky Items:** Carrying a bulky, awkward, or unbalanced item, such as a large box, treasure chest, a person, and so on, may make a character Encumbered despite its actual weight (GM's call).

## COMMON GEAR

ITEM	COST	WEIGHT
ANIMALS & TACK		
Horse	300	—
War Horse	750	—
Saddle	10	10
Elaborate Saddle	50	10
ADVENTURING GEAR		
Backpack	50	2
Bedroll (sleeping bag; winterized)	25	4
Blanket	10	4
Camera (disposable)	10	1
Camera (regular)	75	2
Camera (digital)	300	1
Candle (one hour, 2" radius)	1	1
Canteen (waterskin)	5	1
Crowbar	10	2
First Aid Kit	10	1
<i>Notes:</i> Three uses, see <b>Healing</b> on page 96.		
Flashlight (10" beam)	20	3
Flask (ceramic)	5	1
Flint and Steel	3	1
Goggles	20	1
Grappling Hook	100	2
Hammer	10	1
Handcuffs (manacles)	15	2
Lantern (4 hours, 4" radius)	25	3
Lighter	2	—
Lockpicks	200	1
Medic Kit	100	4
<i>Notes:</i> Five uses, +1 to Healing skill rolls; \$25 to refill.		
Oil (for lantern; one pint)	2	1
Quiver (holds 20 arrows/bolts)	25	2
Rope, hemp (10"/20 yards)	10	15
Rope, nylon (10"/20 yards)	10	3
Shovel	5	5
Soap	1	0.2
Tool Kit	200	5
Torch (one hour, 4" radius)	5	1
Umbrella	5	2
Whistle	2	—
Whetstone	5	1

ITEM	COST	WEIGHT
<b>CLOTHING</b>		
Boots, Hiking	100	2
Camouflage Fatigues	20	3
Clothing, Casual	20	2
Clothing, Formal	200	3
Winter Gear (cloak/parka)	200	3
Winter Boots	100	1
<b>COMPUTERS &amp; ELECTRONICS</b>		
Desktop	800	20
GPS	250	1
Hand held	250	1
Laptop	1,200	5
<b>FIREARMS ACCESSORIES</b>		
Bipod/Tripod	100	2
<i>Notes:</i> Takes an action to deploy. Negates Recoil and Min Str penalties.		
Laser/Red Dot Sight	150	1
<i>Notes:</i> +1 to Shooting at Short and Medium Range.		
Rifle Scope	100	2
<i>Notes:</i> Cancels 2 additional points of penalties when <b>Aiming</b> , page 97.		
<b>FOOD</b>		
Fast Food Meal	8	1
Good Meal (restaurant)	15+	—
MRE (Meal Ready to Eat)	10	1
Trail Rations	10	5
<i>Notes:</i> 5 meals; keeps one week.		

ITEM	COST	WEIGHT
<b>PERSONAL DEFENSE</b>		
Pepper Spray	15	0.5
<i>Notes:</i> Use Shooting (or Fighting if engaged). No Range penalty but max range is 2" (about 10 feet), Shots 5, victim must make Vigor roll at -2 or be <b>Stunned</b> (page 106).		
Stun Gun	25	0.5
<i>Notes:</i> Uses Shooting. Range 1/2/4. Shots 3 before needing to be recharged for at least two hours. Victims must make a Vigor roll at -2 or be <b>Stunned</b> .		
<b>SURVEILLANCE</b>		
"Bug" (Micro Transmitter)	30	—
<i>Notes:</i> 12 hours of continuous use.		
Button Camera	50	—
<i>Notes:</i> 12 hours of continuous use.		
Cellular Interceptor	650	5
Lineman's Telephone	150	2
<i>Notes:</i> Repair roll to tap into a phone line.		
Night Vision Goggles	500	3
<i>Notes:</i> No penalty for Dim or Dark <b>Illumination</b> (see page 102). For double the price the goggles are "active" and ignore all Illumination penalties.		
Parabolic Microphone	750	4
<i>Notes:</i> Hear whispers up to 200 yards distant.		
Telephone Tap	250	—
Transmitter Detector	525	1

## AMMO

AMMO	COST	WEIGHT	NOTES
Arrows/Bolts	1/2 arrows	1 lbs/5 arrows	Arrows for bows, bolts for crossbows
Bullets			
Small	10/50 rounds	1 lbs/50	.22 to .32 caliber
Medium	20/50 rounds	2 lbs/50	9mm to .45 caliber
Large	50/50 rounds	15 lbs/50	.50 caliber and larger rounds
Laser Batteries			
Pistol	20	0.25	Provides one full magazine for the listed weapon
Rifle, SMG	20	0.5	
Gatling	50	4	
Shot (w/powder)	1/10 shots	0.5 lbs/10	For black powder weapons
Shotgun			
Shells	15/25	1.5 lbs/25	Standard buckshot
Slugs	20/25	1.5 lbs/25	See page 105.
Sling stones	2/20 stones	1 lbs/20	—

# ARMOR

Armor is written in parentheses next to a character's Toughness, like this: 11 (2). This means 2 points of the character's 11 Toughness comes from Armor. An Armor Piercing attack can bypass those 2 points but not the other 9.

Note that greaves (leg guards) and vambraces (arm guards) are listed as pairs. Halve the weight and cost if a character wears only half the set (Minimum Strength doesn't change).

## MEDIEVAL & ANCIENT ARMOR

ITEM	ARMOR	MIN STR.	WEIGHT	COST
<b>CLOTH/LIGHT LEATHER</b>				
Heavy winter clothing, supple leather armor, soft hides.				
Jacket (torso, arms)	+1	d4	5	20
Robes (torso, arms, legs)	+1	d4	8	30
Leggings (legs)	+1	d4	5	20
Cap (head)	+1	d4	1	5
<b>THICK LEATHER/TOUGH HIDES</b>				
Boiled leather, cuir bouilli, alligator hides.				
Jacket (torso, arms)	+2	d6	8	80
Leggings (legs)	+2	d6	7	40
Cap (head)	+2	d6	1	20
<b>CHAIN MAIL</b>				
Chain, splint, metal scale, ring mail, samurai armor.				
Shirt (torso, arms)	+3	d8	25	300
Leggings (legs)	+3	d8	10	150
Chain Hood or Helm (head)	+3	d8	4	25
<b>BRONZE ARMOR (PRE-IRON AGE SETTINGS)</b>				
Typically only found in ancient times or pre-iron civilizations.				
Bronze Barding (horse)	+3	d10	50	1,500
Bronze Corselet (torso)	+3	d8	13	80
Vambraces (arms)	+3	d8	5	40
Greaves (legs)	+3	d8	6	50
Bronze Helmet (head)	+3	d8	6	25
<b>PLATE MAIL</b>				
Heavy steel armor made with "plates" of metal.				
Plate Barding (horse)	+4	d10	50	1,500
Corselet (torso)	+4	d10	30	500
Vambraces (arms)	+4	d10	10	200
Greaves (legs)	+4	d10	10	200
Heavy Helm (head)	+4	d10	4	100
Heavy Helm, Enclosed (head)	+4	d10	8	200

*Notes:* -1 to vision-based Notice rolls.

*"GOTTA REMEMBER GEAR COSTS ARE RELATIVE TO THEIR USUAL PERIODS - NOT ACTUAL PRICES. I MIGHT WANT TO CHANGE THEM AS RED AND GABE GO DIMENSION-HOPPING."*

*-THE GM*

## MODERN ARMOR

**Ballistic Protection:** Armor marked with an asterisk reduces the damage from bullets by 4. "Bullets" includes physical shot fired from a firearm.

Apply AP only to the item's actual Armor value.

ITEM	ARMOR	MIN STR.	WEIGHT	COST
<b>CLOTH/LEATHER</b>				
Heavy winter clothing, leather jacket or pants, chaps.				
Thick Coat, Leather Jacket (torso, arms)	+1	d4	5	100
Leather Riding Chaps (legs)	+1	d4	5	70
Kevlar Riding Jacket (torso, arms)	+2	d4	8	350
Kevlar Riding Jeans (legs)	+2	d4	4	175
Bike helmet (head)	+2	d4	1	50
Motorcycle Helmet (head)	+3	d4	3	100

<b>BODY ARMOR</b>				
Flak jackets, bulletproof vests, body armor, and bombproof suits.				
Flak Jacket (Vietnam-era, torso)	+2	d6	10	40
Kevlar Vest (torso)	+2*	d6	5	200
Kevlar Vest with ceramic inserts (torso)	+4*	d8	17	500
Kevlar helmet (head)	+4*	d4	5	80
Bombproof Suit (entire body)	+10	d12	80	25K
<i>Notes:</i> Bombproof suits aren't built for flexibility except in the hands, which are uncovered. Agility and related skills that require more than manual dexterity cannot exceed d6 while wearing the suit, and Pace is reduced by 2 (in addition to Minimum Strength penalties).				

## FUTURISTIC ARMOR

ITEM	ARMOR	MIN STR.	WEIGHT	COST
<b>LIGHT/CIVILIAN ARMOR</b>				
<b>Energy Skin:</b> Any armor listed below may be treated with an "energy skin" (or <i>skein</i> ) to diffuse energy, reducing damage from lasers by 4. This costs 50% of the armor treated and is very shiny, subtracting 2 from Stealth rolls based on vision.				
Body Armor (torso, arms, legs)	+4*	d4	4	200
<i>Notes:</i> Light, armored clothing made from complex polymers or advanced ballistic weave.				
<b>MILITARY ARMOR</b>				
Armor used by private or state armed forces.				
Infantry Battle Suit (torso, arms, legs)	+6*	d6	12	800
<i>Notes:</i> A full suit of armor with boots and gloves.				
Battle Helmet (head, full face)	+6*	d6	2	100



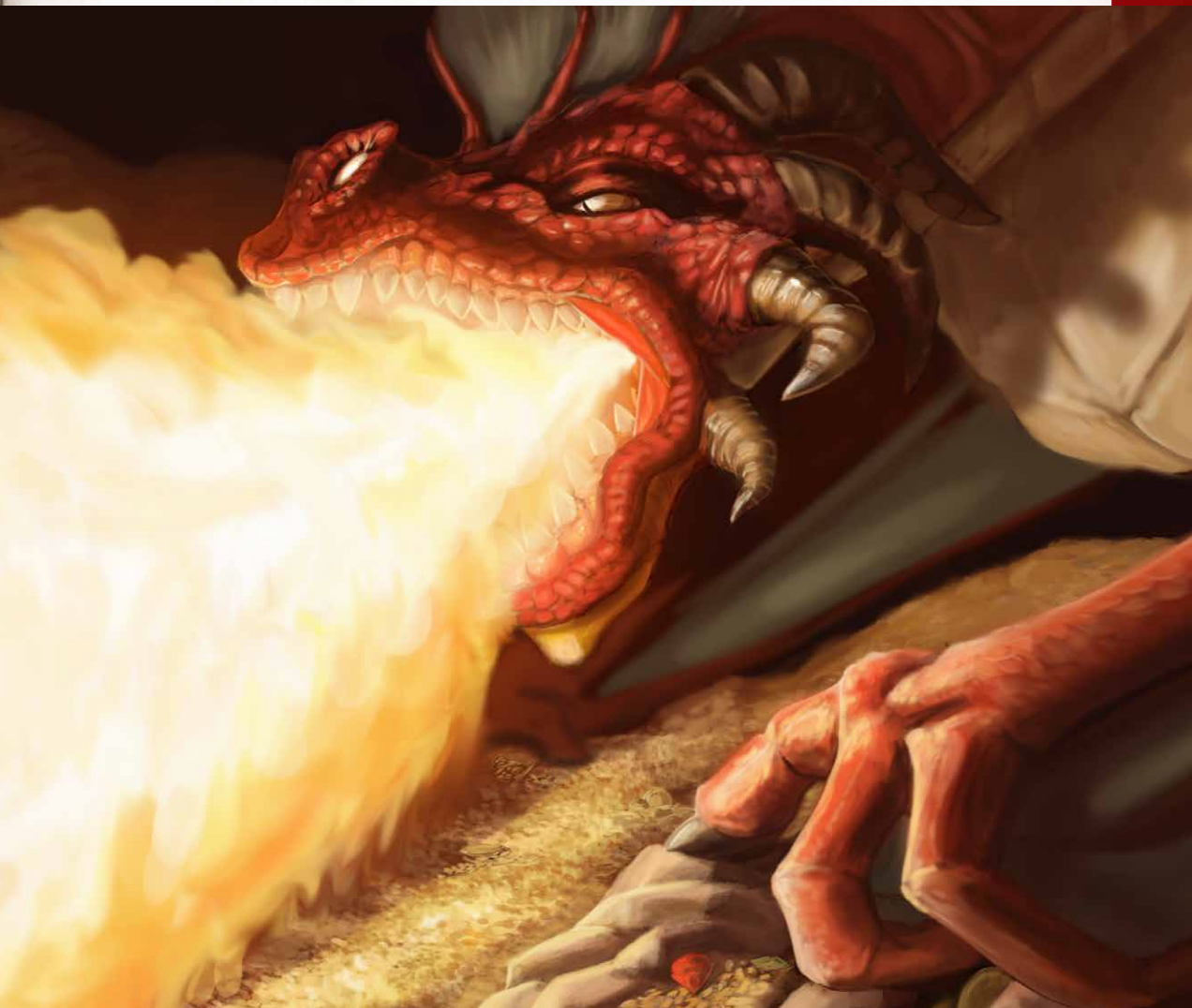
## SHIELDS

Shields add to a character's Parry as shown below. Cover subtracts from ranged attacks from the front and shielded side (attacks from the rear or unprotected side ignore cover).

Medieval shields are Hardness 10 and provide +2 armor should someone attempt to shoot through them (see **Obstacles** on page 99). Modern shields are Hardness 12 and also provide +2 Armor. Polymer shields are Hardness 10 and provide Armor +4.

While worn, shields can be used to bash for Str+d4 damage.

TYPE	PARRY	COVER	MIN STR.	WEIGHT	COST
<b>ANCIENT &amp; MEDIEVAL</b>					
Small	+1	—	d4	4	50
Medium	+2	-2	d6	8	100
Large	+3	-4	d8	12	200
<b>MODERN</b>					
Riot Shield	+3	-4	d4	5	80
Ballistic Shield	+3	-4	d6	9	250
<i>Notes: Reduces damage from firearms by 4 when an attacker tries to shoot through it.</i>					
<b>FUTURISTIC</b>					
Polymer Shield, Small	+1	—	d4	2	200
Polymer Shield, Medium	+2	-2	d4	4	300
Polymer Shield, Large	+3	-4	d6	6	400



# PERSONAL WEAPONS

## MELEE WEAPONS

TYPE	DAMAGE	MIN STR.	WEIGHT	COST	NOTES
<b>MEDIEVAL</b>					
Axe, Hand	Str+d6	d6	2	100	—
Axe, Battle	Str+d8	d8	4	300	—
Axe, Great	Str+d10	d10	7	400	AP 2, Parry -1, two hands
Club, Light	Str+d4	d4	2	25	A sign of low status or thuggery
Club, Heavy	Str+d6	d6	5	50	A sign of low status or thuggery
Dagger/Knife	Str+d4	d4	1	25	—
Flail	Str+d6	d6	3	200	Ignores shield bonus
Halberd	Str+d8	d8	6	250	Reach 1, two hands
Katana	Str+d6+1	d6	3	1,000	Two hands
Lance	Str+d8	d8	6	300	AP 2 when charging, Reach 2, only usable in mounted combat
Mace	Str+d6	d6	4	100	—
Maul	Str+d10	d10	10	400	Two hands, +2 damage to break objects (page 98)
Pike	Str+d8	d8	18	400	Reach 2, two hands
Rapier	Str+d4	d4	2	150	Parry +1
Spear	Str+d6	d6	3	100	Reach 1. Parry +1 if used two-handed
Staff	Str+d4	d4	4	10	Parry +1, Reach 1, two hands
Sword, Great	Str+d10	d10	6	400	Two hands
Sword, Long	Str+d8	d8	3	300	Basic swords and scimitars
Sword, Short	Str+d6	d6	2	100	Includes cavalry sabers
Warhammer	Str+d6	d6	2	250	Spiked, AP 1
<b>MODERN</b>					
Bangstick	3d6	d6	2	5	A shotgun shell on a stick used in melee; must be reloaded with a fresh shell (one action)
Bayonet	Str+d4	d4	1	25	Str+d6 and Parry +1 attached to rifle, Reach 1, two hands
Billy Club/Baton	Str+d4	d4	1	10	Often carried by law enforcement
Brass Knuckles	Str+d4	d4	1	20	Do not count as a weapon for <b>Unarmed Defender</b> (page 109)
Chainsaw	2d6+4	d6	20	200	Critical Failure hits the user
Switchblade	Str+d4	d4	0.5	10	-2 to be Noticed if hidden
Survival Knife	Str+d4	d4	1	50	Basic tools in handle add +1 to Survival rolls
<b>FUTURISTIC</b>					
Molecular Knife	Str+d4+2	d4	0.5	250	AP 2, Cannot be thrown
Molecular Sword	Str+d8+2	d6	2	500	AP 4
Laser Sword	Str+d6+8	d4	2	1,000	AP 12

## RANGED WEAPONS

Thrown axes and knives, bows, nets, slings, and spears are available in most every era or setting.

TYPE	RANGE	DAMAGE	AP	ROF	MIN STR.	WEIGHT	COST
<b>MEDIEVAL</b>							
Axe, Throwing	3/6/12	Str+d6	—	1	d6	3	100
Bow	12/24/48	2d6	—	1	d6	3	250
Crossbow (Hand Drawn)	10/20/40	2d6	2	1	d6	5	250
<i>Notes:</i> Hand-drawn.							
Crossbow, Heavy	15/30/60	2d8	2	1	d6	8	400
<i>Notes:</i> Requires a windlass to load. Reload 2.							
Dagger/Knife	3/6/12	Str+d4	—	1	d4	1	25
Long Bow	15/30/60	2d6	1	1	d8	3	300
Net (Weighted)	3/6/12	—	—	1	d4	8	50
<i>Notes:</i> A successful hit means the target is <b>Entangled</b> (see page 98). The net is Hardness 6 and vulnerable only to cutting attacks.							
Sling (Athletics (throwing))	4/8/16	Str+d4	—	1	d4	1	10
Spear/Javelin	3/6/12	Str+d6	—	1	d6	3	100
<b>MODERN</b>							
Compound Bow	12/24/48	Str+d6	1	1	d6	3	200
Crossbow	15/30/60	2d6	2	1	d6	7	300

## BLACK POWDER WEAPONS

Black powder weapons are Reload 3.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
<b>PISTOLS</b>								
Flintlock Pistol	5/10/20	2d6+1	—	1	—	d4	3	150
<b>MUSKETS</b>								
Brown Bess or Similar Muskets	10/20/40	2d8	—	1	—	d6	15	300
Blunderbuss	10/20/40	1–3d6	—	1	—	d6	12	300
<i>Notes:</i> Treat as <b>Shotgun</b> , see page 105.								
<b>RIFLED MUSKETS</b>								
Kentucky Rifle	15/30/60	2d8	2	1	—	d6	8	300
<i>Notes:</i> Reload 4. The tight rifling requires four actions to reload instead of the usual three.								
Springfield Model 1861	15/30/60	2d8	—	1	—	d6	11	250



Smoothbore Musket

# MODERN FIREARMS

## PISTOLS

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
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### REVOLVERS

Revolvers typically have six chambers that must be reloaded one bullet at a time, though separate cylinders called "speed loaders" are also available for more modern firearms for about 10% of the weapon's cost.

Derringer (.41)	3/6/12	2d4	—	1	2	d4	1	100
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*Notes:* -2 to be Noticed if hidden

Police Revolver (.38)	10/20/40	2d6	—	1	6	d4	2	150
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Colt Peacemaker (.45)	12/24/48	2d6+1	1	1	6	d4	4	200
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Smith & Wesson (.357)	12/24/48	2d6+1	1	1	6	d4	5	250
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### SEMI-AUTOMATICS

Semi-automatics are fed from a magazine. The standard size magazines are listed below. Additional magazines may be purchased for 10% of the weapon's cost. They weigh about 1 lb each, fully loaded.

Colt 1911 (.45)	12/24/48	2d6+1	1	1	7	d4	4	200
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Desert Eagle (.50)	15/30/60	2d8	2	1	7	d6	8	300
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Glock (9mm)	12/24/48	2d6	1	1	17	d4	3	200
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Ruger (.22)	10/20/40	2d4	—	1	9	d4	2	100
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## SUBMACHINE GUNS

Typical magazine sizes are listed with each weapon. Additional magazines are available at 10% of the weapon's cost and weigh about 1 lb each, fully loaded.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
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H&K MP5 (9mm)	12/24/48	2d6	1	3	30	d6	10	300
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Tommy Gun (.45)	12/24/48	2d6+1	1	3	20	d6	13	350
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*Notes:* Thompson submachine guns may also use a 50-round drum. This increases the weight by 2 lbs and each loaded drum costs \$50.

Uzi (9mm)	12/24/48	2d6	1	3	32	d4	9	300
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## SHOTGUNS

Shotguns fire a spread of pellets (called "shot" or "buckshot") to increase the shooter's chance of hitting his target. Up close, the blast can be devastating. See **Shotguns** on page 105 for details.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
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Double-Barrel	12/24/48	1-3d6	—	1	2	d6	11	150
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Pump Action	12/24/48	1-3d6	—	1	6	d4	8	150
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Sawed-Off DB	5/10/20	1-3d6	—	1	2	d4	6	150
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Streetsweeper	12/24/48	1-3d6	—	1	12	d6	10	450
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"Tommy" Gun



M1911 Colt .45

## RIFLES

Rifles can be either bolt-action, lever-action, or fed from a magazine or clip, noted in its description. Additional magazines or clips cost 10% of the rifle and weigh 1 lb each.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
<b>LEVER- AND BOLT ACTION RIFLES</b>								
Barrett (.50)	50/100/200	2d10	4	1	10	d8	35	750
<i>Notes:</i> Heavy Weapon, Snapfire. Barretts use a 10-shot removable magazine that weighs 2 lbs when loaded. They are almost always fitted with a scope.								
M1 Garand (.30-06)	24/48/96	2d8	2	1	8	d6	10	300
<i>Notes:</i> The standard US infantry rifle in World War II.								
Hunting Rifle (.308)	24/48/96	2d8	2	1	5	d6	8	350
<i>Notes:</i> Snapfire.								
Sharps Big 50 (.50)	30/60/120	2d10	2	1	1	d8	11	400
<i>Notes:</i> Snapfire.								
Spencer Carbine (.52)	20/40/80	2d8	2	1	7	d4	8	250
Winchester '73 (.44-40)	24/48/96	2d8-1	2	1	15	d6	10	300
<b>ASSAULT RIFLES</b>								
AK47 (7.62mm)	24/48/96	2d8+1	2	3	30	d6	10	450
M-16 (5.56mm)	24/48/96	2d8	2	3	20/30	d6	8	400
<i>Notes:</i> The A-2 version can also fire a <b>Three-Round Burst</b> (see page 67).								
Steyr AUG (5.56mm)	24/48/96	2d8	2	3	30	d6	8	400
<i>Notes:</i> May fire a <b>Three-Round Burst</b> (see page 67).								

## MACHINE GUNS

Machine guns are heavy, fully automatic weapons built to withstand prolonged fire. Most are fed by belts or drums and thus have far more ammo capacity than assault rifles, despite similar calibers and rates of fire.

**Weapon Mount:** Most machine-guns require a bipod, tripod, or vehicle mount to fire, which eliminates any Strength requirement and the **Recoil** penalty (see page 105). Their Minimum Strength is listed as "NA," or "Not Applicable." If a weapon *has* a Minimum Strength listed, it may be fired from the hip with the Snapfire and Recoil penalties.

**Minimum Rate of Fire:** Machine-guns have a minimum Rate of Fire of 2 unless otherwise noted.

**Reloading:** Machine guns are Reload 2, which includes changing belts or drums, cocking, etc.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Browning Automatic Rifle (BAR) (.30-06)	20/40/60	2d8	2	3	20	d8	17	300
<i>Notes:</i> Rate of Fire 1 to 3. Uses magazines (one action to Reload instead of the usual 2).								
Gatling (.45)	24/48/96	2d8	2	3	100	NA	170	500
Minigun (7.62mm)	30/60/120	2d8+1	2	5	4000	d10	85	100K
<i>Notes:</i> Minimum Rate of Fire 3, requires backpack harness with ammo which weighs an additional 85 pounds when full (carries 4000 linked rounds).								
M2 Browning (.50 Cal)	50/100/200	2d10	4	3	200	NA	84	1,500
<i>Notes:</i> Heavy Weapon.								
M60 (7.62mm)	30/60/120	2d8+1	2	3	100	d8	33	6,000
MG42 (7.92mm)	30/60/120	2d8+1	2	4	200	d10	26	750
SAW (5.56mm)	30/60/120	2d8	2	4	200	d8	20	4,000

## LASERS (FUTURISTIC)

Lasers fire intensely focused beams of light to penetrate and burn their targets.

**Cauterize:** Anyone Incapacitated by a laser blast adds +2 to his Vigor rolls to keep from Bleeding Out.

**Overcharge:** The lasers below can overcharge to cause an extra d6 damage, but if any of the Shooting dice are a 1, the weapon must cool down for a full round before it can be fired again.

**No Recoil:** Pistols, SMGs, and rifles ignore the Recoil penalty. Gatling lasers still take the penalty, however, which is why they're usually mounted on a tripod.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Pistol	15/30/60	2d6	2	1	50	d4	2	250
SMG	15/30/60	2d6	2	4	100	d4	4	500
Rifle	30/60/120	3d6	2	3	100	d6	8	700
Gatling Laser	50/100/200	3d6+4	2	4	800	d8	20	1,000



# SPECIAL WEAPONS

## CANNONS

Cannons are used to destroy city walls or break up large troop formations. The leader of the weapon's crew makes the Shooting roll.

**Bombard:** Assuming they have a rough idea of their target's location, howitzers, mortars, and bombards may fire at targets they cannot see by lobbing projectiles over intervening terrain or obstacles. Bombarding suffers a -4 penalty in addition to all other modifiers, and doubles deviation when the Shooting roll is failed (see **Area Effect Attacks**, page 97). Reduce the penalty to -2 with precise coordinates (such as from a spotter).

Cannons can fire three different types of shells: solid shot, shrapnel, and canister. The crew can pick the type of ammunition to be loaded each time it reloads.

- **Solid Shot:** Heavy balls of iron, lead, or stone designed to batter walls or plow through packed ranks of troops. To fire, the leader of the crew makes a Shooting roll as usual. If successful, roll a die. If even, it bounces to another victim behind and within 6" of the first and hits him as well. Continue in this way until the die roll is odd.
- **Shrapnel:** Explosive shells filled with small metal balls that explode outward in a shower of debris. This is an area effect attack and uses the Medium Blast Template unless otherwise noted.
- **Canister:** Grapeshot or canister is a shell that detonates inside the barrel of a cannon and fires out a spray of deadly balls or other debris like a giant shotgun. The attack is the size of a Medium Blast Template and moves in a straight line up to 24" (it affects d6 targets if not using miniatures, or 2d6 if they're tightly packed). Compare the Shooting roll to every target within using a base TN of 4, adjusted for each target's cover, special abilities like the Dodge Edge, etc. A hit causes 2d6 damage and a raise causes 3d6.

**Note:** All types of shot are Heavy Weapons, Reload 8. Two crew members may reload at the same time.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Cannon (12 lb)	By Ammo Type					1200	10K
Canister	24" path	2d6	—	1	MBT	—	50
Solid Shot	50/100/200	3d6+1	4	1	—	—	50
Shrapnel	50/100/200	3d6	—	1	MBT	—	50

## CATAPULTS

Catapults are simple devices that hurl large stones at enemy defenses or ranks of troops. They normally require a crew of eight to load the projectile, crank down the lever that propels it, then sight and aim it. Firing can be done by a single person, but loading the projectile takes at least four.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Catapult	24/48/96	3d6	4	Special	MBT	—	10K
<i>Notes:</i> Heavy Weapon, Reload time is every 5 minutes with a crew of 4.							
Trebuchet	30/60/120	3d8	4	Special	MBT	—	50K
<i>Notes:</i> Heavy Weapon, Reload time is every 5 minutes with a crew of 4.							



## FLAMETHROWERS

Flamethrowers propel incendiary liquid or gas to incinerate their targets. They are Heavy Weapons, use the Cone Template (see **Area Effect Attacks**, page 97), and may be **Evaded** (page 100).

Armor protects normally, but flammable targets may catch fire (see **Fire**, page 127).

For vehicular flamethrowers, see page 80.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Flamethrower	Cone Template	3d6	—	1	10	d8	70	300

## GRENADES

Grenades activate when their safety pin is pulled, then detonate a few seconds later. They are thrown with the Athletics skill at the Ranges listed below, and cannot make use of **Extreme Range** (see page 93).

All grenades are Heavy Weapons and detonate in the listed blast template (see **Area Effect Attacks**, page 97).

Grenades may be Evaded. See **Evasion**, page 100.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Mk II (WW2 Pineapple)	4/8/16	3d6	—	—	MBT	1	40
Potato Masher (WW2)	5/10/20	3d6-2	—	—	MBT	2	50
Mk67 (Modern)	5/10/20	3d6	—	—	MBT	1	50
Smoke Grenade	5/10/20	—	—	—	LBT	1	50
<i>Notes:</i> Creates an area of smoke in a LBT that obscures vision (-4).							
Stun Grenade	5/10/20	—	—	—	LBT	1	50
<i>Notes:</i> Targets must make a Vigor roll (at -2 with a raise) or be <b>Stunned</b> (see page 106).							

## MORE ON GRENADES

These additional rules get a bit picky, but they represent the cinematic shenanigans — and real-life heroics — players often look for in their game.

Grenades in the modern era and earlier explode after mechanisms inside trigger the detonator — typically a delay of three to five seconds depending on make and model after the pin is pulled to initiate detonation.

**Hot Potato:** Because of the delay in the grenade's detonation, one character (and one only) in the blast radius can attempt to pick up and throw the grenade before it goes off. This is an Athletics roll at -4 as a free action (or -2 if he was on Hold, but it consumes his held action). Failure means it goes off before he can throw it, causing damage as if thrown with a raise (if it wasn't already).

**Cooking:** A character can "cook" a grenade by pulling its pin and counting off a few seconds so that it can't be thrown back. To do so, the attacker first makes a Smarts roll as a free action. With success, he times the detonation correctly and it can't be hurled back or **Evaded** (page 100). Failure means it can be thrown back or Evaded, and a Critical Failure on the Smarts roll means it detonates in the attacker's hand! Roll damage as if thrown with a raise.

**Covering Grenades:** A character may also throw himself on a grenade. He takes double the normal dice of damage for his heroic act, but his total Toughness is subtracted from the damage inflicted on other characters in the blast radius.

## MINES

Mines are explosives planted beneath shallow dirt that detonate in the listed blast template when a person (for anti-personnel mines) or vehicle (for anti-tank mines) passes over them.

**Minefields:** For dramatic purposes, a character who steps on a mine should get a Notice roll. Success means she realizes it before stepping off and detonating it. Saving the victim requires a Repair roll at -4, but failure detonates the device immediately.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Anti-Personnel Mine <i>Notes:</i> Heavy Weapon.	—	2d6+2	—	—	SBT	10	100
Anti-Tank Mine <i>Notes:</i> Heavy Weapon, AP 5 vs. ½ the vehicle's Armor value (round up).	—	4d6	—	—	MBT	20	200
Bouncing Betty <i>Notes:</i> These deadly anti-personnel mines are designed to pop up into the air and rain shrapnel down from about head-height. Only full overhead cover offers an Armor bonus against such devices. Simply being prone offers no protection from these deadly explosives.	—	3d6	—	—	SBT	9	125
Claymore Mine <i>Notes:</i> Claymores fire a spray of deadly steel balls in a 60° frontal arc. Everyone within 12" (24 yards) is automatically hit. Roll a die for all other targets up to 50" (100 yards). Those who get an odd result are also hit.	—	3d6	—	—	Special	4	75

## MISSILES

Unless otherwise noted, missiles must "lock" onto their targets before they can be fired. This action is an opposed Electronics roll versus the target's maneuvering skill (Boating, Driving, or Piloting, as appropriate). Success gives the attacker a "short" lock and allows him to fire up to half the missiles his particular craft can fire at once. A raise is a more solid lock and allows him to fire all of them.

The enemy attempts to evade each missile separately by making a maneuvering roll at -4 (or -2 if the target has substantial cover to hide behind — such as asteroids, skyscrapers, canyon walls, or even large enemy ships. A Critical Failure means the craft goes **Out of Control** (see page 119).

**Anti-Missile Systems:** Warships and futuristic space vessels often have "point defense" systems to shoot down incoming missiles. Operators must be on Hold to shoot down missiles; automated systems attack automatically. The system grants a single Shooting roll per missile at Short Range and any other relevant modifiers (including Speed — missiles move at Mach 1, a -6 penalty, unless otherwise noted). Unless otherwise noted, missiles are objects with a Toughness of 8 (2) (see **Breaking Things**, page 98).

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
TOW <i>Notes:</i> Heavy Weapon. A wire-guided missile fired from a portable or vehicle-mounted launcher. Doesn't require a lock — just a Shooting roll, and can't be jammed.	75/150/300	5d10	34	1	MBT	207	60K
Hellfire <i>Notes:</i> Heavy Weapon. A laser-guided missile fired from a vehicle-mounted launcher.	150/300/600	5d10	40	—	MBT	100	115K
Sidewinder <i>Notes:</i> Heavy Weapon. A short range, heat-seeking missile fired from an aircraft.	100/200/400	4d8	6	—	SBT	188	600K
Sparrow <i>Notes:</i> Heavy Weapon. A medium range, radar-guided missile fired from an aircraft.	150/300/600	5d8	6	—	SBT	617	125K



## ROCKET LAUNCHERS & TORPEDOES

Rocket launchers and early torpedoes are direct-fire weapons that explode on contact with their target. All the listed weapons are Heavy Weapons.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
AT-4	24/48/96	4d8+2	24	1	MBT	15	1,500
<i>Notes:</i> A heavy American anti-tank weapon of the modern era.							
Bazooka	24/48/96	4d8	8	1	MBT	12	500
<i>Notes:</i> Snapfire. The standard American anti-tank weapon in World War II. Additional warheads weigh 9 lbs and cost \$50. WWII price.							
M203 40MM	24/48/96	4d8	—	1	MBT	3	1,500
<i>Notes:</i> Snapfire. A grenade launcher mounted on the bottom of an assault rifle.							
M72 Law	24/48/96	4d8+2	22	1	MBT	5	750
<i>Notes:</i> Snapfire. The standard American anti-tank weapon in Vietnam.							
Panzerschreck	15/30/60	4d8	12	1	MBT	20	1,000
<i>Notes:</i> Snapfire. Literally, the "tank terror" rocket launcher used by German forces in World War II.							
Torpedo	300/600/1200	8d10	22	1	LBT	3000	500K

## VEHICULAR WEAPONS

Below are the most common weapons mounted on military vehicles in the 20th century and beyond. All except the medium machine gun and Gatling laser are Heavy Weapons.

**Minimum Rate of Fire:** Vehicular weapons with a Rate of Fire 3 or higher have a *minimum* Rate of Fire of 2.

**Heavy Flamethrowers:** Vehicular flamethrowers have longer ranges than personal devices. The wielder can use the Cone Template or arc a blast the size of a Medium Blast Template up to 18" (36 yards) distant. (Use the center of the template for the Range.) This shot can Deviate (see **Area Effect Attacks**, page 97).

**Tank and AT Guns:** May fire either Armor Piercing (AP) or High-Explosive (HE) rounds as the gunner chooses. AP rounds do additional damage up close. Increase the weapon's damage dice by one when fired at half their Short Range or less (so 4d10+2 becomes 5d10+2, for example).

**Costs:** Prices of military-grade weapons varies widely depending on setting, and should be considered baselines the GM can use to set prices in her campaign world.

TYPE	RANGE	AP ROUNDS	HE ROUNDS	ROF	COST
Med. Machine Gun	30/60/120	2d8+1, AP 2	—	3	750
Heavy Machine Gun	50/100/200	2d10, AP 4	—	3	1,000
Heavy Flamethrower	Cone or MBT	—	3d8	1	1,000
20mm Cannon	50/100/200	2d12, AP 4	—	4	50K
25mm Cannon	50/100/200	3d8, AP 4	—	3	75K
30mm Cannon	50/100/200	3d8, AP 6	—	3	200K
40mm Cannon	75/150/300	4d8, AP 5	3d8, AP 2, MBT	4	200K
2 pd AT Gun	75/150/300	4d8, AP 5	3d6, AP 2, MBT	1	75K
37mm AT Gun	50/100/200	4d8, AP 3	4d6, AP 3, MBT	1	100K
57mm AT Gun	75/150/300	4d8, AP 5	3d8, AP 3, MBT	1	150K
75mm Tank Gun	75/150/300	4d10, AP 6	3d8, AP 3, MBT	1	250K
76mm Tank Gun	75/150/300	4d10, AP 10	3d8, AP 5, MBT	1	300K
88mm Tank Gun	100/200/400	4d10+1, AP 16	4d8, AP 8, MBT	1	500K
120mm Tank Gun	100/200/400	5d10, AP 31	4d8, AP 17, MBT	1	800K
125mm Tank Gun	100/200/400	5d10, AP 30	4d8, AP 15, MBT	1	1M
FUTURISTIC					
Gatling Laser	50/100/200	3d6+4, AP 4	—	4	1K
Heavy Laser	150/300/600	4d10, AP 30	—	1	1M

## VEHICLES

On the following pages are a number of sample vehicles for land, air, and water, including some military vehicles such as tanks and armored personnel carriers.

- **SIZE:** The Size and Scale of the vehicle relative to a human (see **Scale** on page 106 and the **Size Table** on page 179). Vehicles can normally take three Wounds before they're **Wrecked** (page 118), but Large Vehicles can take one additional Wound, Huge vehicles two, and Gargantuan three.
- **HANDLING:** The vehicle's responsiveness and maneuverability is added or subtracted from all its operator's maneuvering rolls (Boating, Driving, or Piloting). This typically ranges from -4 for particularly slow or sluggish vehicles to +4 for those that can turn on a dime.
- **TOP SPEED:** Top Speed is expressed in miles per hour (MPH) rather than Pace so it's easier for you to look up real-world vehicles and use them in your game. The Chase rules only care about the *relative*

speeds of vehicles anyway, not their actual speeds (see **Chases**, page 113.)

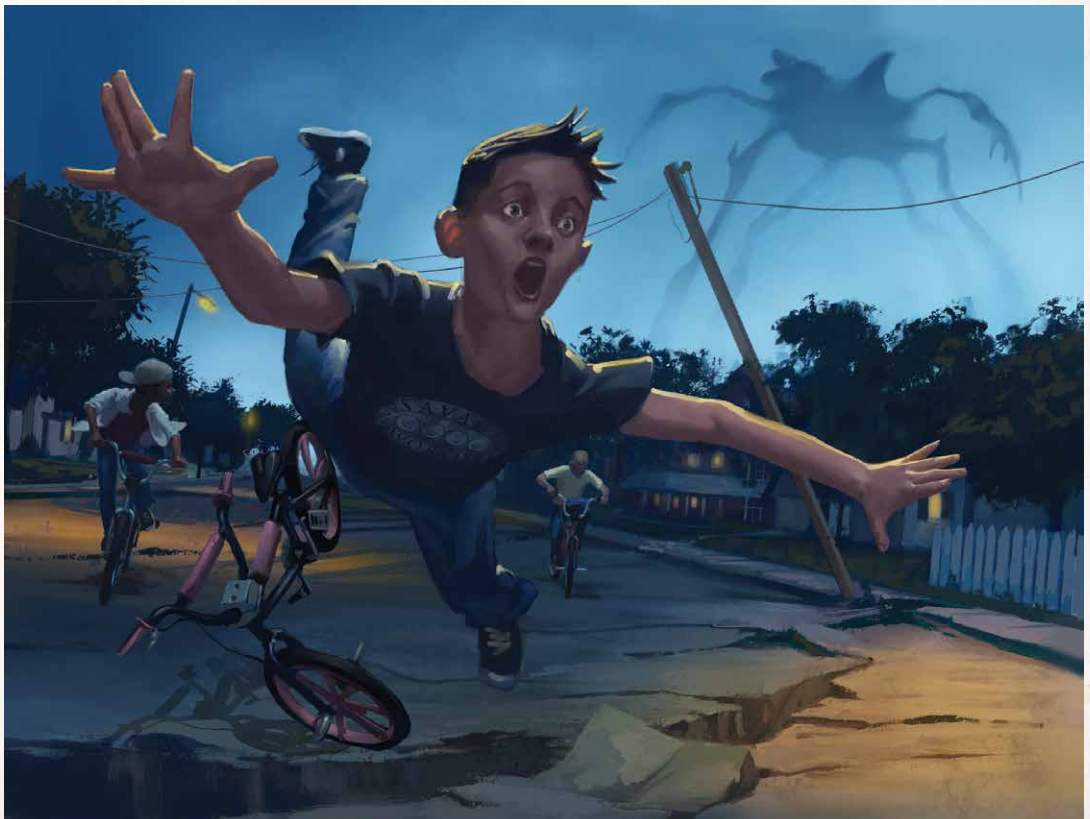
To convert miles per hour to Pace, multiply MPH by 1.5. See the **Vehicles on the Tabletop** sidebar on page 120 to integrate vehicles into tabletop combats with characters.

- **TOUGHNESS:** The vehicle's base durability including Armor (in parentheses). Use the vehicles included in this book as a guide when creating your own or writing up those that aren't listed here.

To estimate the Armor value of real world vehicles with Heavy Armor (tanks), start with +4 as a base, then add +2 for every inch of armor up to 10", +1 per inch up to 20", and finally +1 for every two *full* inches after that. A tank with 23" of armor, for example, has an Armor value of  $(4 + 2 \times 10 + 1 \times 1) = 35$ .

Adjust to reflect any other factors such as modern composite materials and the like.

- **CREW:** The number of crew plus any additional passengers it can transport. A notation of "2 + 8," for example, means it requires a crew of two and can carry up to eight additional passengers.
- **COST:** The average price of the vehicle.



## VEHICLE NOTES

**Air Bags & Safety Harnesses:** Passengers with vehicular protective devices take half damage from collisions (round down). See **Wrecked** on page 118 for details.

**Amphibious:** The vehicle can enter water without flooding or capsizing. See the individual descriptions for their movement rates while in water.

**Anti-Missile Counter Measures (AMCM):** AMCM systems are electronic jammers, chaff, and flares. They add +2 to a user's maneuvering rolls to evade missiles (see **Missiles**, page 79).

**Four-Wheel Drive (4WD):** Treat each inch of Difficult Ground as 1.5" instead of 2".

**Heavy Armor:** Only weapons marked as Heavy Weapons can hurt this vehicle, regardless of the damage roll. This keeps a lucky pistol shot from destroying a tank. Vehicles with Heavy Armor halve damage they take from colliding with other obstacles (including vehicles) that don't have Heavy Armor.

Unless otherwise specified, these vehicles have less protection on their sides and rear. Attacks that hit either (GM's call) increase the weapon's damage dice by one, thus 3d8 becomes 4d8, for example.

**Hover:** The vehicle is a hovercraft and can ignore most low terrain obstacles and water.

**Infrared Night Vision:** Thermal imaging devices halve Illumination penalties versus targets that give off heat.

### CONVERTING FROM PREVIOUS EDITIONS

Vehicles in this list have slightly different statistics from previous editions:

**Acceleration ("Acc"):** Acceleration is now factored into Handling and Top Speed.

**Climb:** Climb has now been factored into each aircraft's Handling value.

**Pace:** Pace in previous editions was based on "tabletop" speed and much lower than the values in this edition. To convert a real vehicle, look up its actual top speed in MPH. For fictional vehicles, multiply the old Top Speed by 3 to get its Top Speed in real world MPH.

**Linked:** Weapons of the same type may be dual or quad linked and fired as one (triple linked is ineffective). Dual linked weapons add +1 to hit and +2 damage; quad linked weapons add +2 to hit and +4 damage.

*Example: A pilot with d8 Shooting in a Spitfire (8× machine-guns, RoF 3) rolls 3d8 for each wing, adding +2 to his Shooting total and +4 damage to those rounds that hit.*

**Night Vision:** Various vehicular night vision systems eliminate Dim and Dark Illumination penalties as long as there is at least some amount of ambient light.

**Reaction Fire:** These weapons have special abilities in Chases. See page 117.

**Sloped Armor:** Sloped armor deflects shots away from the hull. Direct-fire ballistic attacks against the vehicle, such as a tank gun or bazooka, suffer a -2 Shooting penalty.

**Spacecraft:** The vehicle is designed for use in outer space. Those noted as Atmospheric can enter and exit planetary atmospheres as well.

**Stabilizer:** A stabilizer reduces the Unstable Platform penalty for whatever weapon it's attached to (usually the main gun of a tank or armored vehicle). The penalty is reduced to -1 for a Stabilizer and 0 for an Improved Stabilizer.

**Stealth Paint:** Radar-absorbent black paint makes the vehicle less detectable by sensors. Electronics rolls to spot or lock onto the target are made at -4.

**Tracked:** Tracked vehicles can climb over most low obstacles such as logs or low rocks, and can push through snow, mud, and other slippery surfaces. They ignore movement penalties for Difficult Ground.

**Weapons:** Vehicles with weapons note their location for narrative play and for the **Chase** rules (see page 113). Here are the most common:

- **FIXED:** The vehicle's weapon fires only in the listed direction (typically front or rear in a 45° arc).
- **PINTLE MOUNT:** A raised swivel mount that can fire in a 180° arc to the listed direction. If mounted on the turret it must fire in the same facing as the turret each turn.
- **TURRET:** The weapon is in a turret and has a 360° arc of fire.

# VEHICLES

## GROUND VEHICLES

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
<b>CIVILIAN VEHICLES</b>						
Bicycle	-1	+1	16	4	1	250
<i>Notes:</i> 50% chance a shot hits the rider instead. Doubles rider's Pace and running die result.						
Carriage	3	-2	16	6	1+3	1-3K
<i>Notes:</i> Pulled by one <b>Horse</b> , see page 184. Pace on the tabletop is 12 and it may run.						
Early Car	3	-1	40	7	1+3	1,000
<i>Notes:</i> Model Ts and the like.						
Street Bike	1	+1	120	8	1+1	3,000
<i>Notes:</i> Stock name-brand street bikes designed for urban use. 50% chance any uncalled shot hits the character instead.						
Dirt Bike	0	+1	80	7	1	2,000
<i>Notes:</i> Stock bike designed for off-road use with excellent shocks. Off Road (treat as 4WD). 50% chance any uncalled shot hits the character instead.						
Compact Car	4 (Large)	+1	120	10 (2)	1+3	5-14K
<i>Notes:</i> Honda Civic or similar vehicle.						
Mid-Sized Car	4 (Large)	0	120	11 (2)	1+4	30K
<i>Notes:</i> Air bags, luxury features.						
Minivan	4 (Large)	0	90	12 (2)	1+7	25K
<i>Notes:</i> Typical family mini-van. Air bags, some luxury features.						
Sports Utility Vehicle	5 (Large)	0	120	14 (2)	1+7	50K
<i>Notes:</i> Luxury features, Four-Wheel Drive						
Sports Car	4 (Large)	+2	160	10 (2)	1+3	15-300K
<i>Notes:</i> Mustang or similar stock sports cars.						
Semi-Truck	9 (Huge)	0*	75	14 (2)	1+1	200K
<i>Notes:</i> Trailer is Size 7 (Large), Toughness 14 (2). *Handling with a trailer attached is -2.						
<b>WORLD WAR II MILITARY VEHICLES</b>						
Costs are in 1940s dollars and represent "war time" economies.						
Jeep	4 (Large)	+1	65	10 (2)	2+3	1,000
<i>Notes:</i> Four-Wheel Drive. <b>Weapons:</b> Heavy MG (Front Pintle Mount)						
M4 Sherman	8 (Huge)	-1	30	24 (8)	5	45K
<i>Notes:</i> Heavy Armor, Tracked. <b>Weapons:</b> 75mm tank gun (Turret, Stabilizer), Medium MG (Fixed front), Heavy MG (Pintle Mount on Turret).						
M5A1 Stuart	7 (Large)	0	36	21 (7)	4	30K
<i>Notes:</i> Heavy Armor, Tracked. <b>Weapons:</b> 37mm tank gun (Turret, Stabilizer), Medium MG (Front Fixed), Heavy MG (Pintle Mount on Turret).						
T-34/76	7 (Large)	-1	35	24 (8)	4	30K
<i>Notes:</i> Heavy Armor, Sloped Armor (front only), Tracked. <b>Weapons:</b> 76mm tank gun (Turret), Medium MG (Front Fixed and in Turret).						
Pz IVJ	7 (Large)	-1	25	26 (10)	5	45K
<i>Notes:</i> Heavy Armor, Tracked. <b>Weapons:</b> 75mm gun (Turret), Medium MG (Front Fixed and in Turret).						
Pz VI Tiger II	8 (Huge)	-2	25	34 (16)	5	120K
<i>Notes:</i> Heavy Armor, Tracked. <b>Weapons:</b> 88mm tank gun (Turret), Medium MG (Front Fixed and in Turret).						

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
<b>MODERN MILITARY VEHICLES</b>						
M1A1 Abrams	9 (Huge)	-1	40	57 (37)	4	4M
<i>Notes:</i> Heavy Armor, Night Vision, Tracked. <i>Weapons:</i> 120mm tank gun (Imp Stabilizer), Medium MG (Front Fixed and in Turret), Heavy MG (Pintle Mount on Turret).						
M2 Bradley	7 (Large)	0	40	22 (6)	3+7	3M
<i>Notes:</i> Heavy Armor, Night Vision, Tracked. <i>Weapons:</i> 25mm Autocannon (Imp Stabilizer), Medium MG (In Turret), TOW Launcher.						
T-72 MBT	9 (Huge)	-1	50	43 (25)	3	1M
<i>Notes:</i> Heavy Armor, Tracked. <i>Weapons:</i> 125mm tank gun, Medium MG (In Turret), Heavy MG (Pintle Mount on Turret).						
T-80 MBT	8 (Huge)	-1	43	52 (32)	3	2.2M
<i>Notes:</i> Heavy Armor, Night Vision, Tracked. <i>Weapons:</i> 125mm tank gun (Improved Stabilizer), Medium MG (In Turret), Heavy MG (Pintle Mount on Turret).						
BTR 70 APC	6 (Large)	-1	49	20 (5)	2+8	700K
<i>Notes:</i> Amphibious, Four-Wheel Drive, Heavy Armor. <i>Weapons:</i> Heavy MG (Turret), Medium MG (Turret).						

#### FUTURISTIC MILITARY VEHICLES

These vehicles reflect futuristic economies and advanced designs. The attached Gatling Lasers, for example, gain Reaction Fire due to the attached power plant and managed weapon systems.

Hover Tank	7 (Large)	0	45	38 (22)	4	1.2M
<i>Notes:</i> Heavy Armor, Hover, Night Vision. <i>Weapons:</i> Heavy Laser (Turret, Improved Stabilizer), Gatling Laser (Fixed Front, Reaction Fire).						
Hover APC	7 (Large)	0	75	26 (10)	2+14	75K
<i>Notes:</i> Heavy Armor, Hover. <i>Weapons:</i> Gatling Laser (Fixed Front, Reaction Fire).						

## AIRCRAFT

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
<b>CIVILIAN</b>						
Biplane	4 (Large)	+1	125	12 (1)	1	150K+
Cessna Skyhawk	5 (Large)	+1	140	12 (2)	1+3	150K+
Helicopter	7 (Large)	0	130	12 (2)	1+3	500K+
Learjet	8 (Huge)	+2	540	16 (2)	2+10	20M+
Space Shuttle	13 (Gar)	-1	17K	20 (4)	1+40	250M+
<b>WORLD WAR II MILITARY AIRCRAFT</b>						
B-17 Flying Fortress	10 (Huge)	-2	115	19 (2)	10	250K
<i>Weapons:</i> 2× Linked Heavy MG (Fixed front), 2× Linked Heavy MG (Top Turret), 2× Linked Heavy MG (Ball Turret), Heavy MG (Fixed Left), Heavy MG (Fixed Right), Bombs.						
BF-109	6 (Large)	+1	380	13 (2)	1	35K
<i>Weapons:</i> 20mm Cannon (Fixed Front), 2× Linked Heavy MG (Fixed Front).						
P-51 Mustang	7 (Large)	+1	437	14 (2)	1	50K
<i>Weapons:</i> 6× Heavy MG (Fixed Front)						
Japanese Zero	6 (Large)	+1	350	12 (2)	1	30K
<i>Weapons:</i> 2× Linked Medium MGs (Fixed Front), 2× Linked 20mm Cannons (Fixed Front)						
Spitfire Mk IIA	6 (Large)	+1	360	14 (1)	1	40K
<i>Weapons:</i> 8× Linked Medium MGs (Fixed Front).						

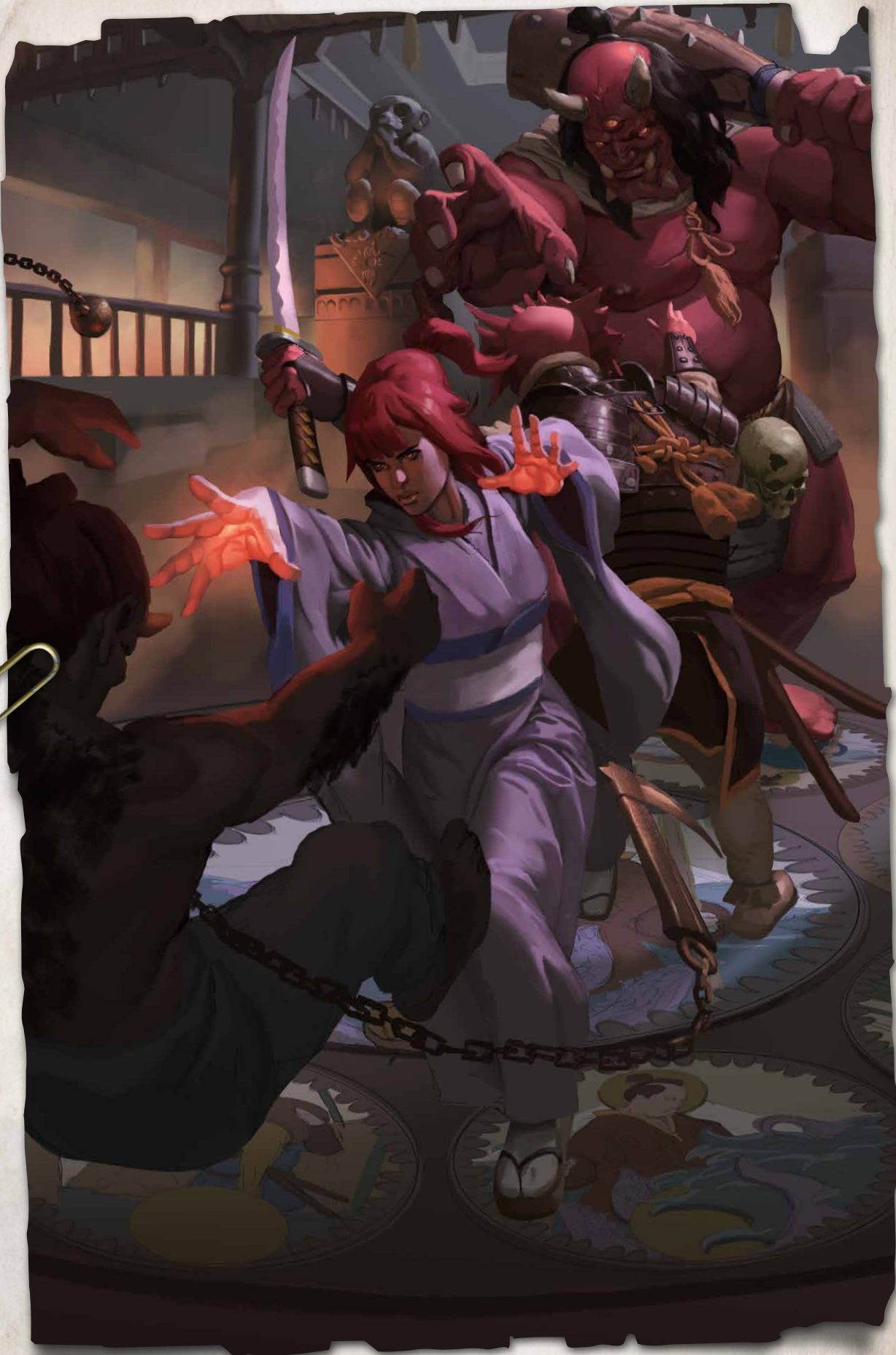
Use the **Linked Weapon** rules from page 82 to divide guns into the largest possible blocks. Roll the machine guns on a Mustang as three sets of two, for example, and a Spitfire as two sets of four.

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
<b>MODERN MILITARY AIRCRAFT</b>						
AH-64 Apache	8 (Huge)	0	225	20 (4)	2	35M
<i>Notes:</i> Helicopter, Night Vision. <i>Weapons:</i> 30mm Cannon (Fixed Front), 16× Hellfire Missiles						
AV-8B Harrier	7 (Large)	+1	630	17 (3)	1	28M
<i>Notes:</i> -1 Handling when in VTOL mode. <i>Weapons:</i> 25mm Cannon (Fixed Front), 2× Sidewinder Missiles, Bombs.						
F-15 Eagle	9 (Huge)	+2	1,875	18 (4)	1	30M
<i>Notes:</i> Night Vision. <i>Weapons:</i> 20mm Cannon (Fixed Front), 4× Sidewinder Missiles, 4× Sparrow Missiles, Bombs.						
SU-27	9 (Large)	+1	1,550	16 (4)	1	30M
<i>Notes:</i> Night Vision. <i>Weapons:</i> 30mm Cannon (Fixed Front), 4× Sidewinder Missiles (Soviet equivalent).						
UH-1 (Huey)	7 (Large)	+2	120	14 (2)	4+12	25M
<i>Notes:</i> Helicopter. <i>Weapons:</i> Medium MG (Fixed Left or Right).						

## WATERCRAFT

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Galleon	14 (Gar)	-2	9	20 (4)	20+80	300K+
<i>Notes:</i> Heavy Armor. <i>Weapons:</i> 16× to 46× Cannon (Fixed Left and Right).						
Galley	13 (Gar)	-1	20	20 (4)	20+100	150K
<i>Notes:</i> Heavy Armor. Has both oars and sails. <i>Weapons:</i> Catapult (Fixed Front).						
Hydrofoil	10 (Huge)	0	70	15 (3)	1+9	400K+
Patrol Boat, River	7 (Large)	+1	32	15 (4)	4	\$700K
<i>Notes:</i> Heavy Armor. <i>Weapons:</i> 2× Linked Heavy MG (Front Pintle Mount), 2× Medium (Left and Right), Heavy MG (Stern).						
PT Boat (WW2)	12 (Gar)	+1	40	14 (2)	10	\$250K
<i>Notes:</i> Heavy Armor. <i>Weapons:</i> 50 cal MG (Front Pintle Mount), Heavy MG (Rear Pintle Mount), 4× torpedo tubes (Fixed Forward).						
Rowboat	0	-2	5	8 (1)	1+3	500
Speed Boat	4 (Large)	+1	90	10 (1)	1+3	60K+
Small Yacht	8 (Huge)	0	35	14 (2)	1+9	500K+





## CHAPTER THREE

# RULES

*Savage Worlds* provides a simple framework for your tales of adventure and glory. In this chapter we show you how to make basic skill and attribute checks — and make your combats Fast, Furious, and Fun!

## WILD CARDS & EXTRAS

Your hero (a player character), and unique allies, villains, and monsters are collectively called “Wild Cards.” These beings have a better chance at doing things, are a little tougher to put down, and are generally more detailed than common guards, minions, or lackeys — collectively called “Extras.”

Wild Cards are noted with a design of some sort before their name, like this:



The actual Wild Card symbol varies and is usually themed for the particular setting, such as a skull-and-crossbones for a pirate game like *50 Fathoms* or a marshal’s badge in *Deadlands*.

Besides your own characters, it’s up to the Game Master to decide which characters are Wild Cards. The sergeant of the City Watch probably isn’t a Wild Card, but Sergeant Grimlock of the City Watch may be. Skytch the Dragon is also a Wild Card, though his three young wyrms aren’t.

Wild Cards are those who have stepped up to do more than most. They dare, aspire, and risk it all to be a hero — or a villain!

They have two special abilities in the game:

- Wild Cards can take three Wounds before they’re Incapacitated.
- Wild Cards roll a Wild Die (usually a d6) along with their Trait die when making Trait rolls and take the highest of the two as their total (see **The Wild Die** on the next page).

## TRAIT ROLLS

To make a skill or attribute “check” or “roll,” simply roll the die assigned to it. If the result is a 4 or better (the “Target Number” or TN), the action is successful. For example, if a character’s Strength is a d6, he rolls a six-sided die. On a 4 or better, he’s successful.

**Modifiers:** Circumstances modify the die roll, such as shooting at something far away or finding a well-hidden clue. Some things, such as ranged attacks, have standard modifiers. It’s up to the GM to determine any modifiers for more subjective tasks, such as spotting an ambush or eavesdropping on a conversation through a door.

In general, an easy task, such as finding tracks in the mud, is made at +2. A difficult task, such as finding tracks by torchlight, is made at –2. A very difficult task, such as finding tracks in a rainstorm, is made at –4.

**Multiple Dice:** When a character rolls multiple dice, such as when firing a machine-gun, check each die separately.

## THE WILD DIE

Extras roll a single die when making a Trait roll. Wild Cards roll an extra d6 and take the highest of their Trait die or the “Wild Die.” Both of these dice can Ace (see below).

**One Wild Die Per Action:** When Wild Cards roll multiple dice for a single action, such as when firing a machine gun, they roll only one Wild Die.

The Wild Die may replace a Trait die or be ignored — it never adds another action or attack to the roll.

*Example: Gabe has the Frenzy Edge (page 42). He rolls an extra Fighting die when making a melee attack along with a Wild Die. Only two of his dice can cause hits since the Wild Die can only replace a die, not add another attack.*

## ACES

All Trait and damage rolls in *Savage Worlds* are open-ended. That means that when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an “Ace.” Any modifiers to the die roll should be tacked on after adding up an Aced roll.

*Example: Red attempts to leap a dangerous ice chasm. She’s a Wild Card with a d8 in Athletics, so she rolls a d8 and a d6 and takes the highest result. In this case, both dice Ace (8 on the d8 and 6 on the d6). She rolls the d8 again and gets a 4 for a total of 12. She rolls the d6 again and gets another 6, followed by a 2 — that’s a total of 14. Red leaps the chasm with ease...this time!*

## RAISES

Sometimes it’s important to know just how successful a Trait roll was. Every 4 points over the Target Number is called a “raise.” If your hero needs a 4 to shoot an opponent and rolls an 11, he hits with one raise (and would have two raises with a roll of 12). Figure raises after adjusting for any modifiers.

A single raise always provides an additional effect of some sort, such as bonus damage when attacking or a benefit determined by the GM for other rolls.

## OPPOSED ROLLS

Sometimes rolls are “opposed” by an opponent. The attacker gets a Trait total, then the defender attempts to beat it.

The exact skills or attributes used in a contest are specified in each circumstance, or the GM can decide what makes the most sense. If two characters try to pull something from each other’s hands, for example, they make opposed Strength rolls. Sneaking up on someone is a Stealth roll opposed by Notice (which is detailed in the Stealth skill description).

The acting character in an opposed roll always gets his Trait total first (including spending any **Bennies**, see page 89), and must get at least a basic success (TN 4) or he fails. The defender rolls next and must *meet* or *exceed* the first character’s result or the attacker wins.

The winner also uses his opponent’s total for purposes of determining raise effects.

## CRITICAL FAILURES

A Critical Failure occurs when a Wild Card rolls a 1 on both the Trait die and Wild Die of a Trait roll. The attempt automatically fails and something bad happens — a weapon is dropped or gets stuck, the attack hits a friend, the vehicle crashes, spells misfire (see **Backlash**, page 151), and so on.

Critical Failures cannot be rerolled, even with **Bennies** (see the next page).

**Extras and Critical Failures:** If an Extra rolls a 1 on a Trait check *and it’s important to know if it’s a Critical Failure*, such as when casting a spell, roll a d6. On a 1, it’s a Critical Failure. Otherwise it’s just a normal failure.

**Multiple Dice:** Some abilities allow characters to roll multiple Trait dice, such as the Frenzy Edge or firing a weapon with a Rate of Fire higher than 1. A Critical Failure with multiple dice occurs when more than half the die results are a natural 1. If the character is a Wild Card, the Wild Die *must* be a 1 as well.

*Example: Gabe fires the auto-cannon of a high-tech hovercraft. It has a Rate of Fire of 3 so he rolls three Shooting dice and one Wild Die. If three or more of the dice come up 1s, including the Wild Die, it’s a Critical Failure.*